

**REQUEST TO APPEAR AS A DELEGATION /
COMMUNITY SPOTLIGHT**

To appear before Council as a Delegation or Community Spotlight at a Council Meeting, please submit a written request to the Corporate Officer by 12:00 p.m. noon on the Wednesday prior to the scheduled Council Meeting. You may complete this form or provide a letter however please ensure the letter contains the information requested on this form. You can submit your request by email to pkusack@langleycity.ca, in person or by mail at City Hall (20399 Douglas Crescent, Langley BC V3A 4B3), or by fax at 604-514-2838. A staff member will contact you to confirm the meeting date at which you are scheduled to appear before Council.

Council meetings take place at 7:00 p.m. in the Council Chambers on the second floor of Langley City Hall. Delegations are defined as an individual, group or organization making a request of Council. A Community Spotlight is an individual, group or organization providing information or updates on an event or activity. Delegations are limited to a five (5) minute presentation and Community Spotlights are limited to a ten (10) minute presentation. You may speak on more than one (1) topic but you must keep your presentation within the prescribed time limit.

Please attach any material that you wish Council to review in advance of the meeting to this form.

DATE: NOVEMBER 17, 2016 REQUESTED MEETING DATE: DECEMBER 12, 2016

NAME: MAGIC OF CHRISTMAS PARADE COMMITTEE

ORGANIZATION NAME: CITY OF LANGLEY
(if applicable)

ADDRESS: TIMMS COMMUNITY CENTRE

CONTACT NUMBER: 604 514 2902

EMAIL ADDRESS: TEDELL@LANGLEYCITY.CA

TOPIC: MAGIC OF CHRISTMAS PARADE AWARD WINNERS

AUDIO/VISUAL NEEDS (if yes, specify) _____

ACTION YOU WISH COUNCIL TO TAKE: COMMUNITY SPOTLIGHT

COUNCILLOR ALBRECHT AND COUNCILLOR VAN DEN BROEK TO PRESENT A CERTIFICATE

AND GIFT BASKET TO EACH AWARD WINNER. 3 WINNING GROUPS: LISA'S SCHOOL OF

DANCE (CORPORATE), LANGLEY UNITED YOUTH SOCCER ASSOCIATION (COMMUNITY), AND SNOW QUEEN

- THERESA RIDER AS "GLSA" (PRIVATE).